

# ALEIX PIERES CARRASCO

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## Education

**Universidad Politécnic de Catalunya** - Degree in Computer Engineering 2018-2023

## Work Experience

**Networking Frontline TSR Google Cloud Platform**, Barcelona 2023- Current Assisting multiple customer engineers on any matter related to **Networking** in GCP(Google Cloud Platform) as **Official Google Support**.

e.g. Load Balancers, GKE, Interconnect, Cloud Armor, Firewall, VPC Networks, VPN, etc.

**Front end developer** 2023 Small project where the final objective was create different frontend websites with **html** and **css**. Also create some effects with **JavaScript**.

**Data Analyst, SDG Group**, Barcelona 2022-2023 Resolution and incident support; Creation of **Databases** in **SQL** with tools like **Snowflake**, **QS** among others Creation of **FrontEnd** interfaces; Working with small **english** groups via **Microsoft Teams**.

**Private tutor**, Barcelona 2019-2020 Private classes to different **university students** focused on projects to be delivered. Lessons were based on Object-oriented programming (**OOP**)

## Projects

**Web Developer Python, HTML, CSS** Development from 0 of a **website** interconnected with an app and **database**.

Creation of the **Backend** with **Django-python**, and **Frontend** with **HTML** and **CSS**.

Use of work distribution tools such as **Trello**, **Jira** among others tools.

Testing of the database and deploying the tools necessary to admin the website.

**Client-Server Connection Python** Creation of the protocol UDP & UDP from scratch for the exchange of packets between Client and Server.

Different formats, **connection oriented** or connectionless.

**Multithreaded C** Program oriented to the creation of multiple threads and the **coordination and parallelism** between them. Winning program of the competition where **honours** were obtained.

**Checkers Machine Java** Creation of a checkers automated player **using algorithms** such as Min & Max, Alpha Pruning, Beta among others. Able to outrun multiple turns and beat a human player without issue.

**Android Game Unity** Creating 2d sprites for the game; creating UX screens; adding space physics; porting to android.

**Machine learning C++** Created a library to read a public set of data ( images converted to bytes), in order to train the machine to group images without any assistance.

## Skills

**Languages:** C++, C, C#, Python, Java, JavaScript, HTML, PHP, CSS, R, Kotlin, SQL

**Framework:** Git, MySQL, Postgresql, UML, Django, Confluence, Jira, Power BI, Qlik Sense, Snowflake, .net, Unity, Blender, Google Cloud Platform